FASHION, FABRIC, AND DESIGN 2
(CLOTHING AND TEXTILES 2)
ACTIVITIES

Course Code: 5805

A.   Fibers and Fabrics

1. Evaluate fibers and textile materials.
- Demonstrate a "burn test" to determine fiber content.
- Create notebook for identification of various textiles.
- Write a report on selected fibers.
- Research new trends in textile technology and production.
- Create an ad describing selected textile materials.
- Trace the manufacturing process from fiber to finish.

2. Analyze the performance characteristics of textiles.
- Compare absorbency of different fibers, i. e. wool, cotton, water proof, water resistant, flammability
- Contrast functional and decorative finishes on fabric.
- Investigate uses and applications of performance properties in selecting textile products, i. e. resiliency, elasticity, wicking.

3. Differentiate between basic fabric construction methods.
- Use strips of fabric to produce basic fabric construction.
- Identify and label fabric construction of swatches.
- Create a fabric dictionary.
- List pros and cons of construction methods.

4. Demonstrate safe and effective care methods.
- Determine best care methods based on fiber content of the textile product.
- Take a field trip to a full service dry cleaner.
- Invite a carpet cleaner to demonstrate and discuss cleaning methods.
- Differentiate between home laundering, commercial laundering and dry cleaning.
- Visit a commercial laundry facility, hotel, industrial linen services.
- Allow students to collect stains and in a lab setting use commercial laundry products to remove stains. Chart information. Use at least four or five different products. i.e. grass stains, grape juice, grease, mustard, etc.

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B. Construction Techniques

1. Model safe practices in the use of equipment, tools, and supplies.
- Pass a safety test.
- Research and demonstrate the use of selected equipment, tools, and/or supplies.
- Create a do's and don'ts chart.
- Research industrial sewing machines. Write a report.

2. Demonstrate selection, use, and care of equipment.
- Compile a basic maintenance checklist.
- Perform simple maintenance tasks, i.e. oiling, lint removal,
- Create a trouble-shooting chart for preventative maintenance.
- Invite representatives to demonstrate different sewing machine brands.
- Visit store that sells different brands of sewing machines.
- List requirements for machines according to needs.

3. Alter commercial patterns.
- Prepare notebook sample of alteration techniques using half scale pattern. (Can be found in flat pattern design book.)
- Compare body measurements to pattern pieces, and envelope measurements.
- Change the style of the commercial pattern, i. e. straight pants to flared pants, and straight sleeve to bell sleeve, long sleeve to short sleeve, etc.

4. Demonstrate advanced construction skills.
- Create individual products incorporating advanced skills, i. e. zipper application, buttonholes, lining, set in sleeves, collars, facing, hand stitching, seam finishes.
- Alter garments for proper fit.

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C. Design

1. **Utilize elements and principles of design.**
    - Design a quilt block individually. Put the quilt blocks together and donate to charity.
    - Recycle and redesign existing garments.
    - Use muslin and fabric paint for fabric design.

2. **Demonstrate use of design technology.**
    - Create and embroider designs on a project.
    - Use a CAD system to design fashion products.

3. **Critique designs that address trends and issues.**
    - Research the effects of global travel on fashion.
    - Critique designs for special needs.
    - Analyze the fashions currently being worn by students. Which ones are classic, fads, avant-garde, retro, or status symbols?

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D.   The Fashion Industry

1. **Interpret historical influences on fashion.**
    - Differentiate between fad and fashion.
    - Research past and current designers. Present information in class.
    - Allow students to select a designer. Have them to act as the designer to introduce information to class.
    - Interview parents/grandparents generation about clothing worn as teenagers. Compare them to fashions of today's teens.
    - Research the influence of military uniforms on fashion.

2. **Assess merchandising/promotion plans for apparel and textile products.**
    - Make a simple bag, develop a company name, attach a label, define the target customer, price, and distribution sites. Develop a guide sheet on how to make the bag.
    - Visit a store and analyze visual promotion of products and store layout.
    - Research foreign imports and how they are advertised in America.
    - Create a fashion display as a student project.

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E.   Consumer Issues

1. **Select textile products based on financial resources.**
   - Select textile products for your dream bedroom based on a budget.
   - Compare different prices of bed linens based on thread count, fiber content, and size.
   - Invite a representative from a department store to talk with class.
   - Use *Consumer Reports* to research product information for quality, price, etc.

2. **Review textile legislation, standards, and labeling in the global economy.**
   - Collect labels with international care symbols and define the care instructions.
   - Create a care symbol chart/brochure.
   - Interpret manufacturer tag.
   - Research legislation regulating imports/exports in the global market place.

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F. Careers, Entrepreneurship and Professional Practices

1. Identify opportunities for employment and entrepreneurial endeavors.
- Invite representatives from various corporate institutions to speak on employment and entrepreneurial opportunities.
- Interview successful entrepreneurs for their secrets to success.
- Work in small groups and select a textile product that can be made and sold. (Incorporate in the merchandising and promotion plan.)
- Allow students to select a career and write it on an index card. Have them collect at least five leads to potential positions.

2. Model skills necessary for professionalism.
- Participate in work-based experiences.
- Complete an FCCLA project.
- Expand and update portfolio.
- Schedule an interview for potential employment.
- Computer design a business card.